

METHOD AND APPARATUS FOR CONSTRUCTING REPRESENTATIONS OF OBJECTS AND ENTITIES

ABSTRACT OF THE DISCLOSURE

A method of constructing a representation of an
5 object having at least one property includes
identifying at least one property group associated
with the object which has been chosen to represent
the object. At least one property of the object
belongs to each property group identified as being
10 associated with the object. The method further
includes identifying any other object that the object
references within a property of an identified
property group. An object representation engine
retrieves data corresponding to each of the
15 properties belonging to the at least one property
group. The engine then represents the object using
the retrieved data.